

Mona the Vampire

ALL IN A DAY'S WORK

©Cinar Animation
Second Draft, February 11th, 2001

FADE IN:

INT. CITY HALL HALLWAY - DAY

Office workers mill about. Somewhere, a phone SFX:RINGS. MONA, LILY and CHARLEY follow DAD. Lily writes on a clipboard.

1. **MONA**

* Wow, I had no idea running a town was so complicated. Our school report will be great!

2. **DAD**

Now, what if I told you that all this can be replaced by a machine?

3. **CHARLEY**

You mean in the future, right?

4. **DAD**

* No, I mean today. Kids, meet the Primex-Sinclair Z80, faster and smarter than ten civil servants!

Dad opens an office door onto a water cooler. It SFX:GURGLES.

5. **DAD**

Oops, wrong door. Here it is.

* Dad opens the door opposite to reveal a large room housing a console. The console features flashing lights and SFX:BEEPING sounds, as well as a keyboard and monitors. Very futuristic, with smooth lines.

INT. CONSOLE ROOM - DAY

Dad and the children come in. Aside from office furniture, there is a mop bucket in a corner.

6. **MONA**

So that's the project you've been working on for the past six months?

7. **DAD**

* Yep! This controls everything in town: traffic lights, sprinklers, even the park's merry-go-round. At least it will, when it goes online at noon.

Dad polishes the console with his shirt sleeve. The point of Lily's pencil SFX:SNAPS.

8. **LILY**

Not again!

9. **DAD**
Let me sharpen that for you.

Dad puts her pencil into an electric sharpener. Nothing happens.

10. **DAD**
That thing never worked right.
Here, use my pen.

Dad throws the sharpener in a trashcan and hands Lily his pen.

11. **DAD**
See, this controls your school...

As they study the controls, Mona hears a SFX:CLICK and SFX:WHIR. She turns towards the desk. **RIPPLE DISSOLVE TO FANTASY SEQUENCE.**

Two telescopic appendages ending in Swiss army knife-like tools extend from the mop bucket. It retrieves the pencil sharpener from the trash can, removes the lid and tinkers with the mechanism. Mona turns to Lily and Charley. MATCH DISSOLVE BACK TO REALITY.

12. **MONA**
Look you guys!

They turn towards the desk, but the mop bucket is back to normal. The sharpener is back on the desk with the lid on. Lily puts her pencil in. It SFX:WHIRS and sharpens it to a point.

13. **DAD**
That's great Mona, you fixed it!

14. **MONA**
It wasn't me, it was this thing! It has robot arms or something.

Mona nudges the mop bucket with her foot.

15. **RUDY (O.S.)**
That's only good for mopping up.

RUDY, a paunchy janitor, comes in and puts his mop in the bucket.

16. **DAD**
* This is Rudy, kids. He's been working here longer than anyone can remember. I've told you about my daughter Mona and her friends?

Rudy shakes Mona's hand.

17. **RUDY**
Sure, lotsa times. The ones who always say there's more to things than meets the eye, right?

Rudy winks and pushes his bucket out the door. Dad looks at his watch.

18. **DAD**
Oh! I'm going to be late for my
meeting with the Mayor! Come with
me, you can wait in the lunch room.

INT. HALLWAY - DAY

While Dad walks down the hallway, Mona, Charley and Lily look in the
opposite direction towards Rudy. *RIPPLE DISSOLVE TO FANTASY SEQUENCE.*

*As it rounds the corner, telescopic eyes extend from the mop bucket
and stare at them, lingering behind before disappearing.*

19. **MONA**
You see? I was right!

INT. LUNCHROOM - DAY

Mona, Charley and Lily are studying a vending machine.

20. **MONA**
* They're all out of *Count DraCOLA*.
It's the only pop I drink!

A MAN walks by outside the lunch room.

21. **MONA**
Excuse me, who can we ask to fill
the vending machines?

22. **MAN**
Why, that would be the office
manager, right down the hall.

INT. OFFICE MANAGER'S OFFICE - DAY

* The balding OFFICE MANAGER sits in a clean and orderly office,
drinking from a can of *Count DraCOLA*. Mona, Lily and Charley come in.

23. **MONA**
* Hi! We'd like three cans of *Count
DraCOLA*, please.

The office manager smiles.

24. **OFFICE MANAGER**
Silly me, I guess I bought the last
can. But you can get more...

He places three forms on the desk.

25. **OFFICE MANAGER (CONT'D)**
...as soon as you fill out these
forms and take them down to the
requisitions office.

INT. REQUISITIONS OFFICE - DAY

The REQUISITIONS OFFICER sits in a smallish, slightly unkempt office.
The children run in.

26. **MONA**
* Hi! We have forms for *Count*
 DraCOLA.

The requisitions officer studies the forms.

27. **REQUISITIONS OFFICER**
* These forms are for non-
 consumables. You need annex SP-3
 for food products. Go to vending
 services downstairs.

* INT. VENDING SERVICES - DAY

* A FRAZZLE-HAIRED WOMAN in a tiny, dimly-lit office.

28. **FRAZZLE-HAIRED WOMAN**
 Everyone knows vending services
 isn't the same as service vendors!
 Two floors down.

INT. VARIOUS OFFICES - DAY

A montage of SFX:SLAMMING doors superimposed over dancing forms and
accompanied by a chorus of overlapping voices.

29. **CHORUS**
 Form ED dash 45... downstairs and
 down the hall... wrong
 department... annex F... gone for
 the day... wrong department...
 WRONG DEPARTMENT...

The montage ends on...

INT. BASEMENT OFFICE - DAY

CLOSE UP on a rubber stamp SFX:SLAMMING on a pink form. Mona, Lily and
Charley are in a tiny office with cinder block walls and leaky pipes.
A single naked bulb hangs from the ceiling. A CLERK puts the form in a
huge filing cabinet and struggles to close the drawer.

30. **MONA**
* Six to eight weeks? But we wanted
 Count DraCOLA today!

31. **CLERK**
Then you should have filed...
mmmff... six to eight weeks...
mpffff... AGO!

The drawer suddenly yields and papers fall in the trash can. Rudy comes in and takes out the trash.

32. **LILY**
All these stairs for nothing.

The children walk out, dejected.

INT. BASEMENT HALLWAY - DAY

Rudy empties the trash into a cart. Charley stares at his coin.

33. **CHARLEY**
I never thought spending money
could be so complicated.

34. **RUDY**
I wish I had time to help you kids.
But they're letting me go early.

Rudy puts the basket back in the office and closes the door.

35. **MONA**
You're taking the day off?

36. **RUDY**
Today and every day after that.
I've been put on forced retirement
starting at noon exactly.

Rudy pushes his SFX:SQUEAKY cart down the hall.

37. **LILY**
But who's going to do your work?

Rudy points up with a wrench then tightens a leaky pipe.

38. **RUDY**
That big computer upstairs is
supposed to. But I've been here for
so long, people forget about all
the little things I take care of.

His pager SFX:BEEPS.

39. **RUDY**
See? An hour to go and things still
need my attention. Tell your dad it
was fun working with him.

* udy goes through a door. The kids turn a corner.

40. CHARLEY
 * Poor Rudy. They're replacing his mop bucket with a bit bucket.

They stare down a long darkened corridor.

41. LILY
 I don't remember coming this way.

42. CHARLEY
 I don't even know how we got here.
 I think we're lost.

43. MONA
 We'll just ask Rudy.

The children retrace their steps but Rudy has vanished.

44. LILY
 * He must be in here.

* Lily opens the door and reveals a cluttered broom closet.

45. MONA
 * It's just a broom closet. Maybe there's a floor diagram somewhere.

Charley pulls the string on the bulb overhead (SFX:CLICK). *RIPPLE DISSOLVE TO FANTASY SEQUENCE.*

The door SFX:SLAMS shut. A trap opens under the children's feet.

46. MONA/CHARLEY/LILY
 Whoa!

INT. BOILER ROOM - DAY

* *Mona, then Lily and Charley fall out of a tube overhead into a container of rags.*

47. CHARLEY
 What a ride!

48. MONA
 You must have activated the trap door when you turned on the light.

* *Lily looks over the edge of the container.*

49. LILY
 (hushed)
 * Look at this place!

* The boiler room is an underground command centre right out of a Jules Verne novel: panels with flashing lights, glass tubes filled with coloured liquids, giant bellows belching out steam (SFX:HISS), pistons working up and down etc (think Captain Nemo's Nautilus). There is a console similar to the one upstairs, but in a 1930's industrial style. Rudy is at the controls, wearing silver lamé overalls, gloves and round goggles. The chute above Mona begins to SFX:RATTLE.

50. MONA

* Charley, is that one of your shoes up there?

* The mop bucket drops from the chute as the children dive out of the way behind the container. It rolls out, making electronic SFX:CHIRPS. Rudy turns and lifts his goggles.

51. RUDY

* There you are. I thought those children found you out. Now, let's see what our friend the clerk filed away in his trashcan.

* Rudy pulls a pink form out of his trash cart.

52. RUDY

Now this is ridiculous: the traffic light on Main and first has been out for a week! Let me see...

Rudy looks into a periscope.

* EXT. CITY STREET - DAY

* A periscope lifts from a planter, with a daisy on top.

* INT. BOILER ROOM - DAY

53. RUDY

* Sure is. Ah, dear Papa, the long family tradition ends today. What will this town do without me?

* Rudy SFX:KISSES a framed picture of an old man. He puts on a hard hat and walks into an adjacent tunnel, followed by the SFX:CHIRPING robot. The children come out of hiding and examine the console. Mona looks into the periscope. ANGLE ON the view of an intersection with traffic lights out, clogged by vehicles.

54. MONA (O.S.)

Hey, there's Main street.

The view changes as Mona turns the periscope: the City Bank's digital clock, the school, the church, etc.

55. MONA (O.S.)

* You can see the whole town!

56. CHARLEY

Let me see!

Charley peers into the periscope.

57. MONA

*I wonder what else Rudy does around
here besides mopping floors and
fixing pencil sharpeners.*

The children follow into the tunnel.

INT. TUNNEL - DAY

Mona, Lily and Charley peer around a corner. The robot unscrews a panel (SFX:WHIR), which Rudy then lowers to the floor. A mess of wires SFX:FIZZ and SFX:SPARK.

58. RUDY

* *Why complicate things when good old
ingenuity will do the trick?*

* *Rudy grabs the wires and yanks them out in a shower of SFX:SPARKS. He takes a dippy bird out of his pocket and places it in the circuit box. The bird swings forward, SFX:TAPPING the switch each time.*

59. RUDY

*There we go. Red light, yellow,
green, and red light again. Help me
screw this panel back on.*

Rudy holds up the panel, but the robot malfunctions. It spins and SFX:CHIRPS wildly and drills a hole in a pipe. Water SFX:SPRAYS out.

60. RUDY

Not again!

Rudy makes a few adjustments with a screwdriver and the robot stops.

61. RUDY

* *I think you're about ready for
retirement as well.*

* *Rudy turns a valve to shut off the water, and they head down the tunnel. Mona, Charley and Lily come out to examine the dippy bird.*

62. CHARLEY

So that's how traffic lights work!

63. MONA

Did you see that robot malfunction?

Lily tries to keep her feet out of the puddled water.

64.

LILY

*My feet are getting wet. Do you
think this lever marked "flush"...*

She pulls the lever. A tube descends and SFX:SUCKS them up.

EXT - MAIN STREET - DAY

- * *The front panel of a mailbox flips out and the children tumble out.
RIPPLE DISSOLVE BACK TO REALITY.* Lily smiles sheepishly.

65.

LILY

- * Oops!

66.

CHARLEY

- * Hey look, the traffic light is
working. I wonder who'll fix these
things now that Rudy's leaving.

67.

MONA

- * We can't let the Mayor retire Rudy,
he keeps everything running
smoothly! Come on!

INT. CONSOLE ROOM - DAY

- * The console room is filled with people and journalists taking photos
of the MAYOR standing in front of the console, his thumbs hooked in
his lapels, a big cigar in his hand. Mona the Vampire, Princess Giant
and Zapman flank Dad.

68.

MONA

- * ...and he fixed the traffic light!
If he retires the entire town'll
stop working!

69.

DAD

We won't need repairs once this
console goes online, Mona.

- * A journalist tries to take a picture of the console. The Mayor leans
into the shot's POV and smiles.

70.

MAYOR

- * Ahem. Thank you folks. Let it be
known that I embraced this project
from the start, and I thank this
man for my... OUR success!

Dad waves in response to the SFX:APPLAUSE. Camera flashes SFX:POP as
the Mayor puts his arm around him. He looks at his watch.

71. **MAYOR**

- * It's now noon, time for our town to leave the dark ages and enter the new millennium. Remember this moment in the next elections!

The Mayor throws a switch. The lights go out.

72. **DAD**

Er, nothing to worry about, I'll have it fixed right away.

- * The fire sprinklers go off. The Mayor leans towards Dad.

73. **MAYOR**

(confidentially)

- * I hated this project from the beginning, and I blame you for this failure!
- * The Mayor looks at his drenched cigar, throws it down and storms out.

74. **DAD**

I don't understand, the console is fully operational.

- * The children peer out a window. Below, Rudy walks home, dressed in his regular overalls.

75. **MONA**

- * But no one's operating the one downstairs.

EXT. STREETS - DAY

Mona the Vampire, Princess Giant and Zapman rush along the sidewalk. Traffic lights are dead, sprinkler systems are going crazy and the Bank Clock flashes 12:00.

76. **MONA**

There he is!

- * The children run up to Rudy who waits at a bus stop.

77. **CHARLEY**

Thank goodness we found you!

78. **RUDY**

Children, you shouldn't be here! Everything seems to be breaking down. It's dangerous.

79. **MONA**

- * That's because you're not there to keep everything running smoothly! You have to come back to City Hall.

* The bus pulls up.

80.

RUDY

* If City Hall wants me back they'll have to ask personally. So long, Mona.

* Rudy disappears inside the bus.

81.

MONA

* Right. Zapman, go see my dad and ask him to intervene with the Mayor to get Rudy his job back. I'll call you on the radio from the control room.

* Mona hands Zapman a radio.

* INT. BASEMENT HALLWAY - DAY

* Mona the Vampire and Princess Giant prepare to enter the broom closet.

82.

LILY

* Um... couldn't we just take the stairs or something?

* They enter the closet. *RIPPLE DISSOLVE TO FANTASY SEQUENCE.*

INT. BOILER ROOM - DAY

Princess Giant falls out of the chute onto the cushions. Mona is already studying the controls as various warning lights flash.

83.

MONA

*Okay, first the traffic lights.
Eeny, meeny, miney, moe!*

She pushes a lever. Princess Giant looks through the periscope.

* *EXT. CITY STREETS - DAY*

* *A periscope pops out of a birdbath, scaring a bird away.*

* *INT. BOILER ROOM - DAY*

ANGLE ON the traffic lights returning to normal.

84.

LILY

Hey, it's working!

85.

MONA

Really? How about now?

Mona pushes a buttons. ANGLE ON the sprinklers shutting off.

86. LILY

Hooray!

* *The warning lights go off. Mona the Vampire clasps her hands behind her head in satisfaction for a job well done.*

87. MONA

* *This is easier than I had expected.*

* *A red light SFX:BEEPS on the console. ANGLE ON a fire hydrant popping off its cap and washing off Angela and George Jamell as they walk by.*

88. LILY

Er, better reverse that switch.

89. MONA

I haven't touched anything else.

ANGLE ON a building's revolving doors spinning wildly and flinging people about. SWIPE TO the street lights flashing on and off.

90. LILY

* *Then who's causing the trouble?*

* *A SFX:CLANG attracts their attention. They turn towards the tunnel where the robot is pulling wires out of a panel.*

91. MONA

The robot! It's malfunctioning again! I'll try to stop it before it's too late.

* *Mona the Vampire grabs a screwdriver. The robot, seeing her coming, takes off with a panicky SFX:CHIRP. Princess Giant takes the controls.*

INT. TUNNEL - DAY

* *Mona the Vampire creeps around a corner. The robot is SFX:HAMMERING a steam pipe (SFX:HISS). She talks into her radio.*

92. MONA

Zapman, are you there?

93. CHARLEY (FILTER)

* *Is everything okay?*

94. MONA

* *I found the source of our problems. How are the negotiations going?*

INT. CONSOLE ROOM - DAY

Dad is tinkering under the hood of the console, wires sticking out. Zapman holds a flashlight.

95.

CHARLEY

I think I'm definitely getting
somewhere. Over and out. (beat) So,
do you think the Mayor would hire
Rudy back if we asked nicely?

96.

DAD

*

Considering his budget cuts in
manpower, I think there's about one
chance in a trillion.

97.

CHARLEY

A-ha! So you're saying there's a
definite possibility, then?

INT. TUNNEL - DAY

Mona the Vampire creeps up to the robot. She pounces.

98.

MONA

YAAAAAHHHHH!

*The robot looks up, SFX:CHIRPS and speeds down the tunnel followed by
Mona the Vampire, screwdriver raised. It rips wires in its wake.*

INT. BOILER ROOM - DAY

*Princess Giant is looking through the periscope. ANGLE ON a city block
going dark.*

99.

LILY

You better catch it quick!

INT. TUNNEL - DAY

Mona the Vampire has cornered the robot.

100.

MONA

I've got you. There's no way out!

*She lunges but the robot leaps up. It grabs a lever on the ceiling,
which breaks and sends it tumbling.*

INT. BOILER ROOM - DAY

* *SFX:CLANGS and SFX:CRASHES come from the tunnel. Princess Giant looks
through the periscope. ANGLE ON the merry-go-round speeding up,
flinging kids off. SWIPE TO a drawbridge raising and lowering.
Princess Giant talks into her radio.*

101.

LILY

*

I don't think this town can take
any more saving by us, Mona.

INT. TUNNEL - DAY

Mona the Vampire is riding the robot as it races down the tunnel, ripping conduits and panels on its way. She speaks into her radio.

102. *MONA*
Don't worry, I've got it right
where I want it! (beat) LOOK OUT!

The robot and Mona head straight into a stack of boxes.

INT. CONSOLE ROOM - DAY

A SFX:CRASH comes from the tunnel. Rudy drops from the chute.

103. *RUDY*
What are you children doing? It's
chaos up there!

104. *MONA (O.S.)*
I thought you retired?

Mona, her cape ripped, stands at the tunnel entrance with the robot hog-tied. It SFX:CHIRPS angrily.

105. *RUDY*
I'm just here to make sure that you
don't hurt yourselves - or my
robot! Do you have any idea how
long it took me to build it?

Rudy tends to the robot. Mona the Vampire walks to the console.

106. *MONA*
Well as you can see I'm getting the
hang of this.

She reaches for a lever.

107. *RUDY*
Not that one! It's too dangerous!

108. *MONA*
Then why don't you help us?

109. *RUDY*
I told you. If they want me back,
the Mayor himself will have to ask.

Rudy crosses his arms in defiance.

110. *LILY*
** Not as long as they have the*
Primex-Sinclair Z80. It never
sleeps or eats, and they can always
get replacement parts.

111.

MONA

* *Oh sure, as long as they fill out a
gadzilla forms. Hey, that's it!
(into radio) Zapman, come in!*

INT. CONSOLE ROOM - DAY

Dad is still tinkering under the console. Zapman talks into the radio.
Mona's voice is too low to be audible.

112.

CHARLEY

You want me to do what? Okay, but I
don't know how that'll help.

Charley takes out a coin. He drops it through a vent on top of the
console. A SFX:SPARK flashes inside. Dad perks up.

113.

DAD

What was that?

Dad lifts the top. He reaches in and pulls out a burned out circuit
board.

114.

DAD

Well here's the problem! It must
have been this defective board that
was causing all the trouble! You
see Charley, perseverance pays off.

115.

CHARLEY

* Yes sir. This is a valuable lesson.

INT. BASEMENT HALLWAY - DAY

* Mona is holding up a pink form, accompanied by Lily and Charley.

116.

CHARLEY

So the Mayor told the press that a
faulty circuit was causing the
chaos. They promised to fix the
console as soon as possible.

117.

MONA

Meanwhile Rudy has his job back,
and things are running as smoothly
as ever. Why can't they just put
two and two together?

118.

LILY

But why do you insist on bringing
the order form down yourself? When
they receive the spare part we'll
be right back where we started!

119.

CHARLEY

That gives us approximately...

INT. CLERK'S OFFICE - DAY

The clerk SFX:STAMPS the pink form.

120. **CLERK**
Six to eight weeks!

The clerk files the form in his overstuffed filing cabinet. He forces the drawer closed, and the form, along with others, falls into the trashcan. Mona winks at Charley.

121. **MONA**
Sounds good to me!

The children turn to leave.

122. **CLERK**
Hold on. Someone left this for you.
A small token of their
appreciation, whatever that means.

* The clerk wheels out a cart piled with cases of *Count DraCOLA*.

123. **LILY**
* Count DraCOLA! All right!

FADE OUT: